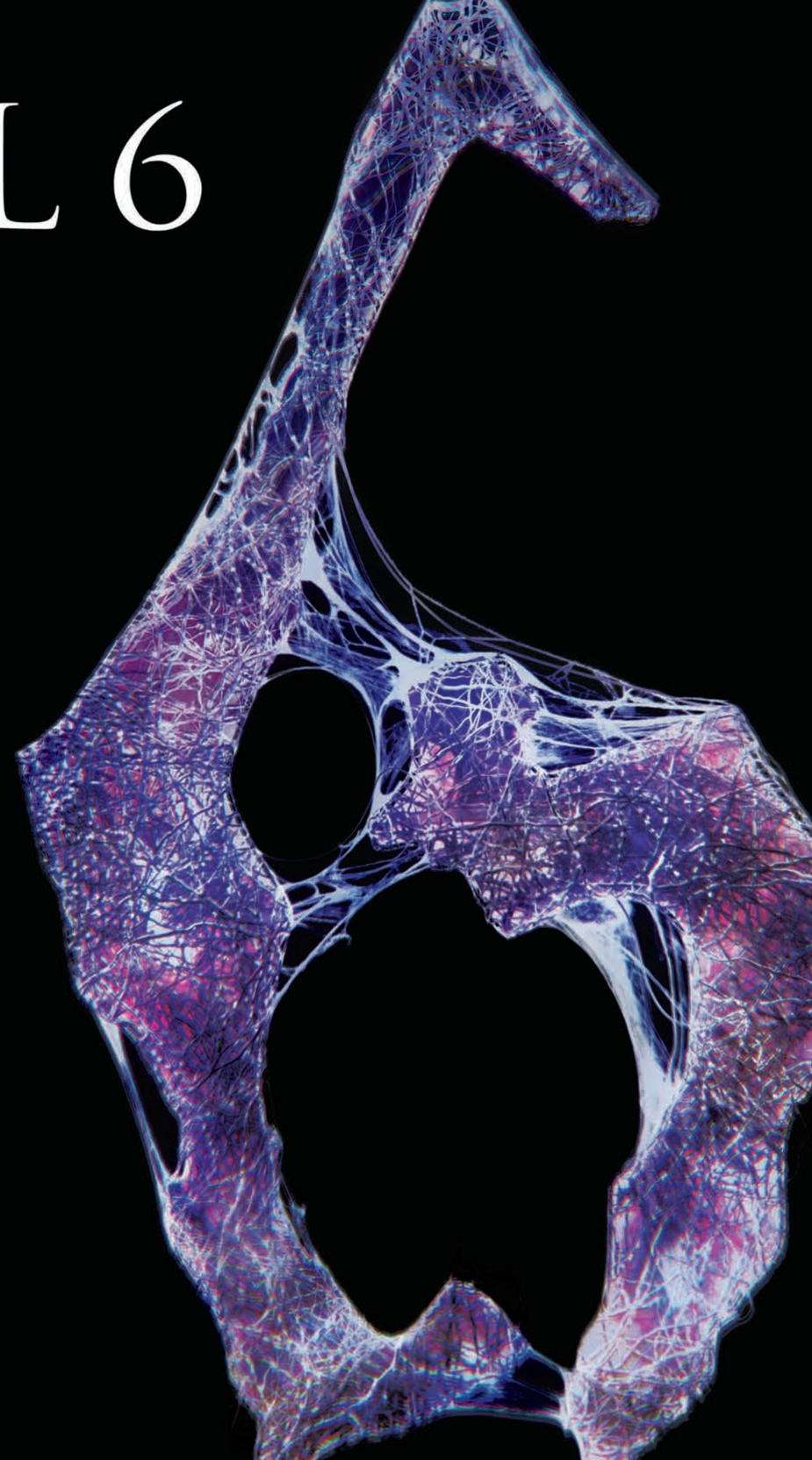
RESIDENT EVIL 6
ARTWORKS
CREATURE DESIGN



A good creature design is simultaneously horrifying yet fascinating; we have the instinct to turn away but can't resist looking. Ever since zombie dogs first crashed onto the screen in Resident Evil, creatures have been an indispensable part of the Resident Evil experience, and have become an iconic part of the series' legacy.

In Resident Evil 6, the C-virus unleashes a new kind of biological terror, so we worked long and hard to create creatures that were unlike anything ever seen before, in a Resident Evil game or anywhere else. From the beginning of the design process, the core concept was change. These aren't just static designs that are sketched, drawn and then replicated on-screen; many of these creatures change form before your very eyes as you play, some even mutating in response to your attacks. It's tremendously exciting to see our work take shape in such a dynamic way in the final game, thanks to the efforts of our colleagues on the development team.

This book features artwork, sketches and designers' notes from the creature design process of Resident Evil 6. We hope you enjoy this glimpse into the process of game design. The entire team would like to thank you for your continued support, as it allows us to keep working in a field we love, and to keep creating the kinds of monsters that players around the world love to get frightened by.

From the Resident Evil 6 design team at Capcom

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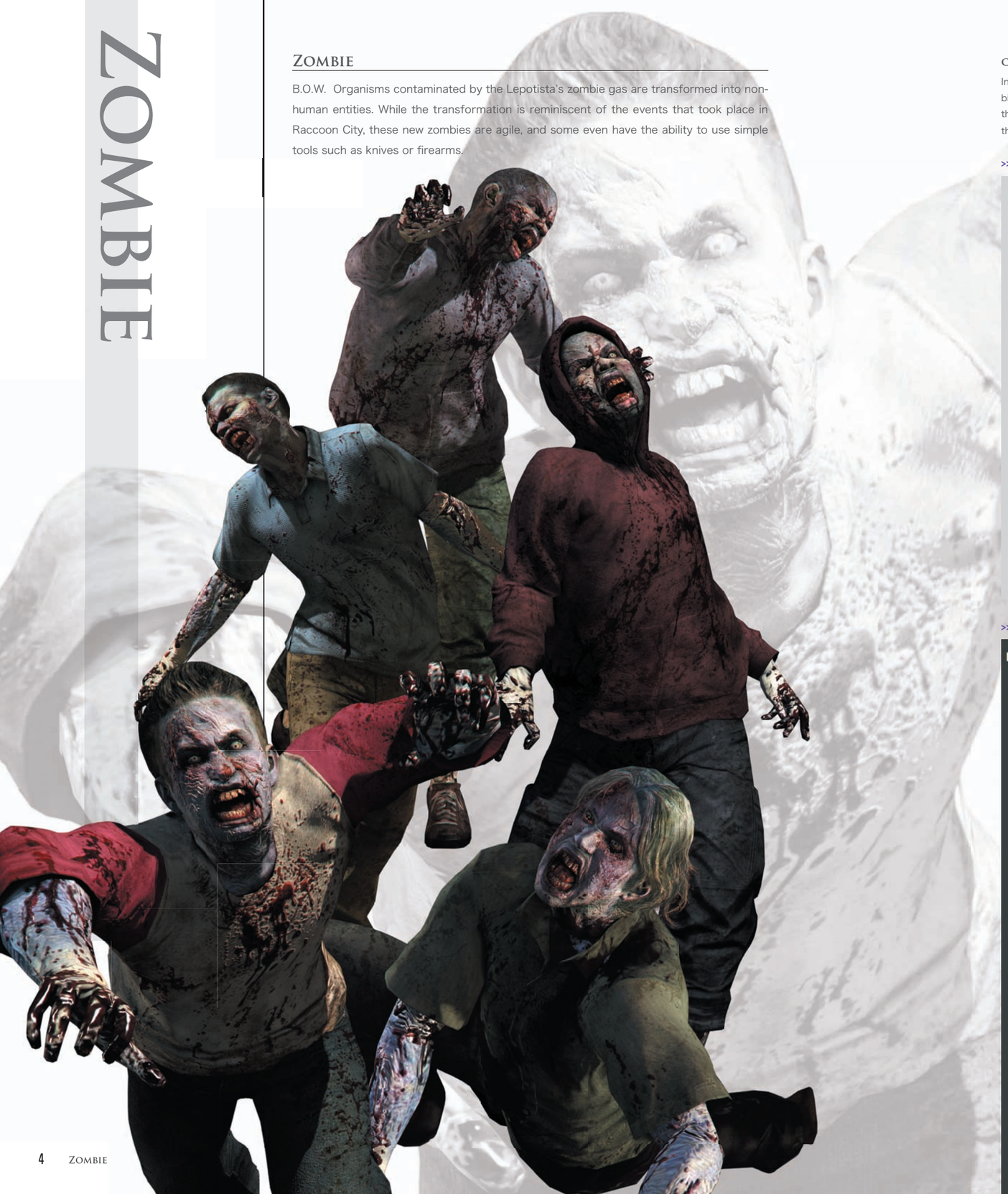
ZOMBIE

Zombie

B.O.W. Organisms contaminated by the Lepotista's zombie gas are transformed into non-human entities. While the transformation is reminiscent of the events that took place in Raccoon City, these new zombies are agile, and some even have the ability to use simple tools such as knives or firearms.



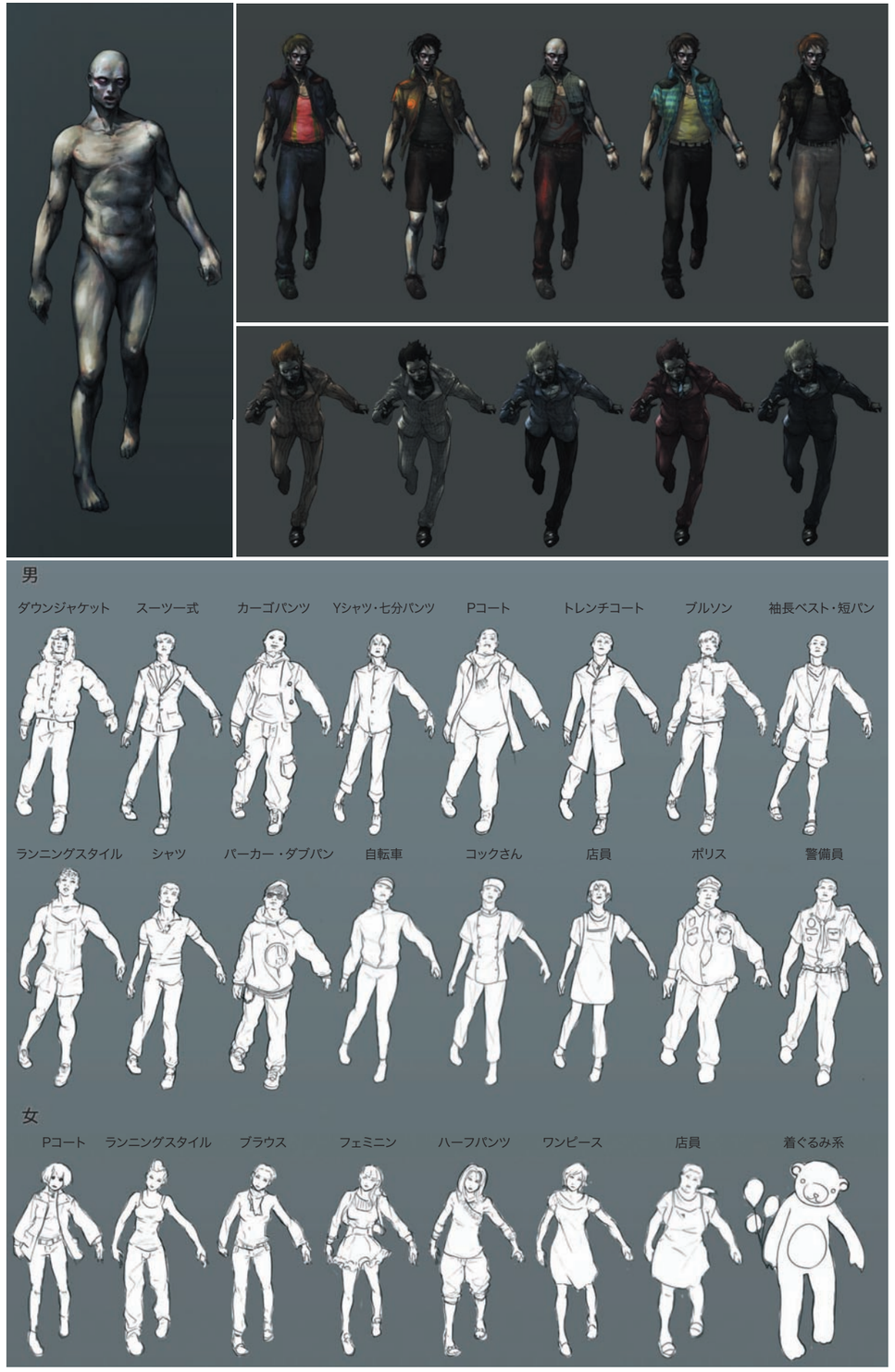
Creator's Comment

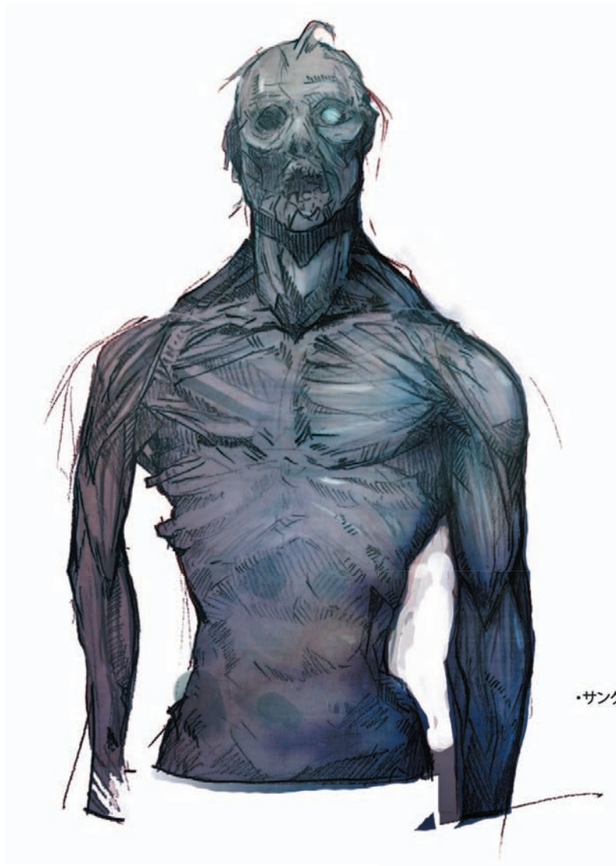
In Resident Evil 6, inhaling a gas turns you into a Zombie. In previous installments, getting bitten was the cause of becoming a zombie. The process of turning into a zombie causes the skin to dehydrate and crack, giving us a juxtaposition between the dry outer skin and the rotten blood and bodily fluids which you see seeping out of the cracks.【Fukui】

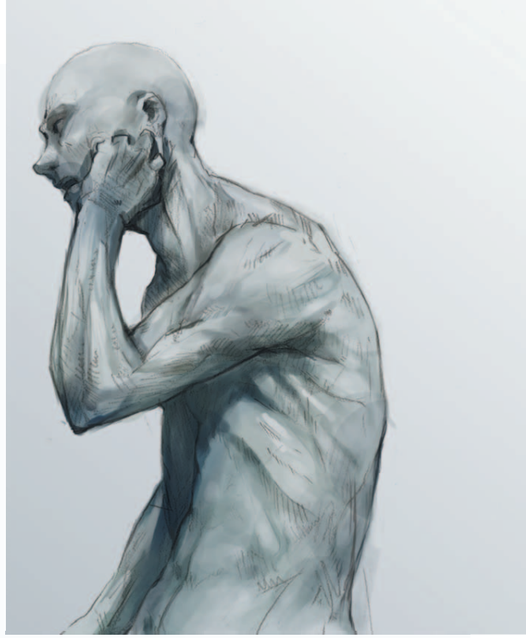
>> Final Design

>> Design Proposal (Adam Benford)

>> Design Proposal 1



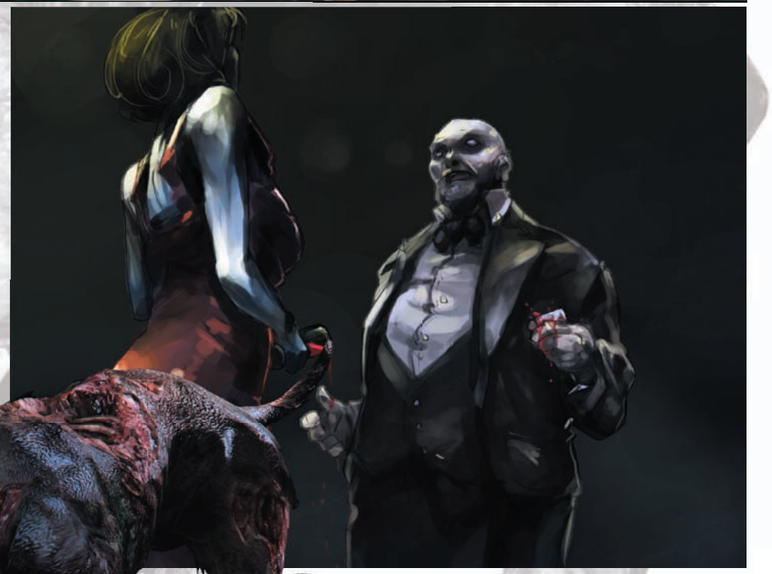




CREATOR'S COMMENT

In designing the game, we focused on infusing a local identity and a sense that these characters were living actual lives before they succumbed to the gas. Each zombie is designed in a way that gives them an identity, where their clothing tells you what they did or how they used to live.【Fukui】

>> Concept Art



Zombie Dog C

A dog which has been afflicted with the Lepotitsa's zombie gas. Like humans, their eyes become white and cloudy, and their bodies deteriorate to the point where there is bone exposed. The "C" in their name refers to the C-Virus.

Creator's Comment

To many people, the zombie dogs are a hallmark of the Resident Evil series. We very much wanted to bring the zombie dogs back in this game. While the breed is different, we based many things off of the design of the original zombie dogs, such as the rotting body and the visibility of internal organs.【Fukui】

Burial Zombie

A type of zombie whose body has dried out as though it has been mummified. These are corpses from the Tall Oaks Cathedral and the Catacombs below it, which have been reanimated by the C-Virus. This group of zombies includes corpses which were experimented on, in addition to those which were buried much longer ago. Some are still wearing the armor in which they were buried.

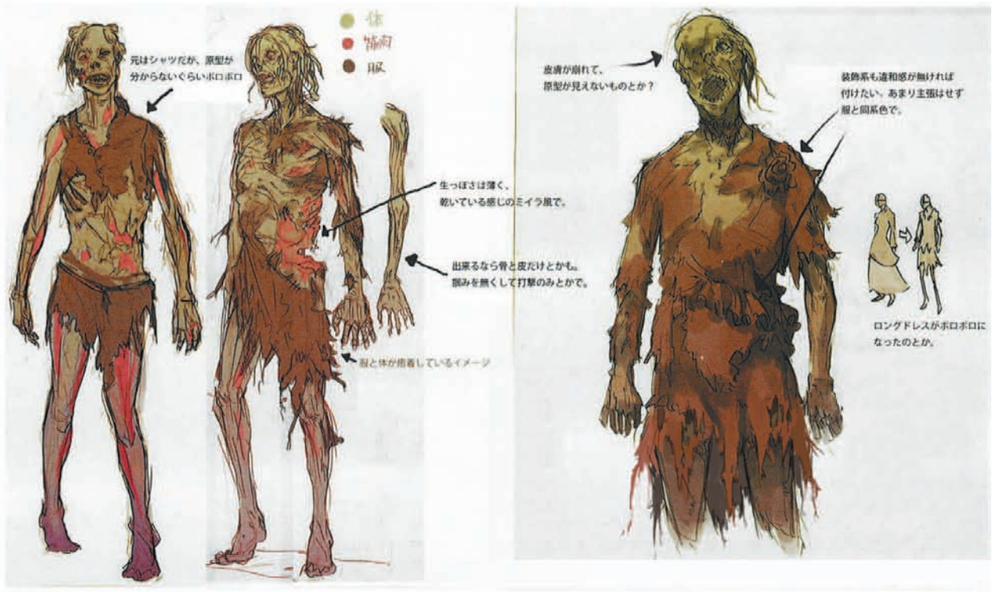
Creator's Comment

This new zombie design started as a simple mummy which had risen from a graveyard. We wanted to make it more suited to Resident Evil 6, so we had the C-Virus cause its skin to dry and crack, revealing a still-wet muscular structure underneath.【Nakaoka】

>> Design Proposal

>> Final Design

>> Details



Shrieker

A zombie whose throat has virulently overdeveloped. They emit a sound which excites other zombies. The sound that a Shrieker emits causes other zombies to gather around and become violent. Shriekers also release a ghastly howl on the brink of death, so caution must be taken when killing them.

>> Final Design

>> Throat Visualization

Creator's Comment

We were designing a zombie that yells out for other zombies to gather around, so we came up with an overdeveloped throat. We had many proposals for the pattern of cracks forming on its throat, and we came to a final decision after testing many models. In the end, we chose the CGI that gave us the best balance between looks and ease of recognition.【Takano】

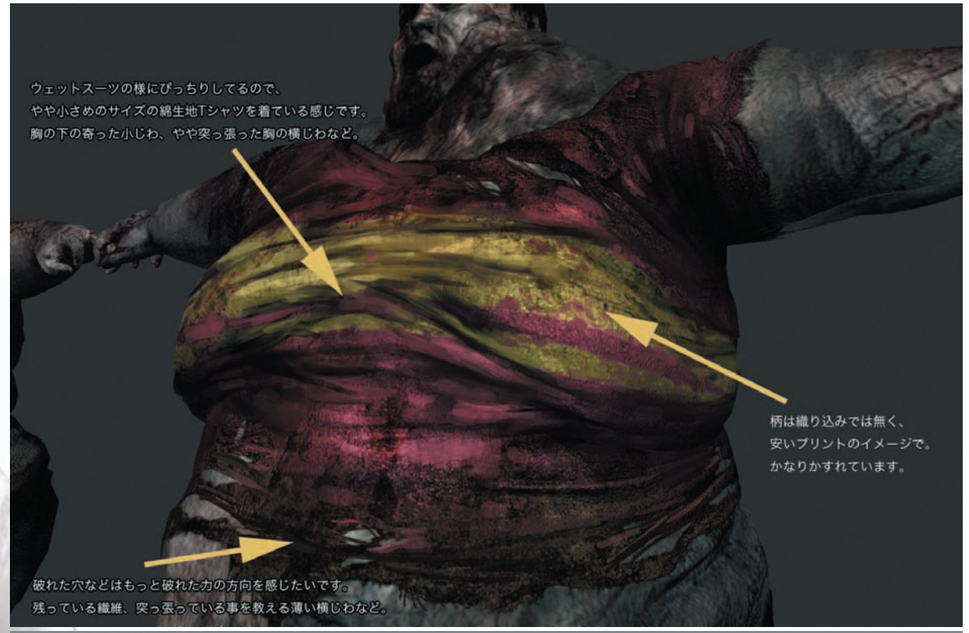
>> Design Proposal

Whopper

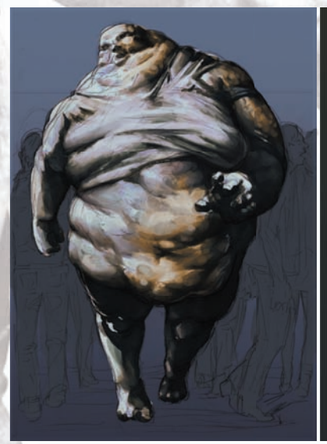
A giant zombie who is over 2 meters tall. Becoming a zombie made it even more powerful than it already was, and it is now able to lift things like buses with ease. This zombie is also extremely resilient, and will take more than a few shotgun shots to be stopped. However, its heavy weight leads to a tendency to be unbalanced, and its feet can sometimes wobble while moving around.

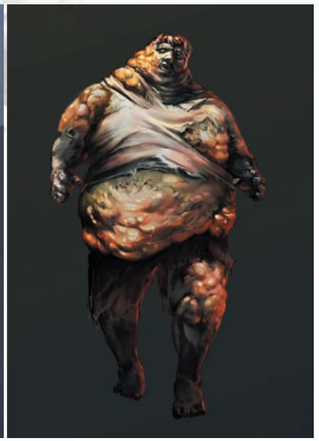
>>Final Design

>> Details



>>Design Proposal





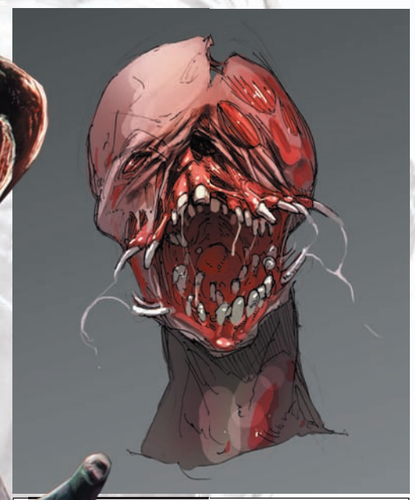
CREATOR'S COMMENT

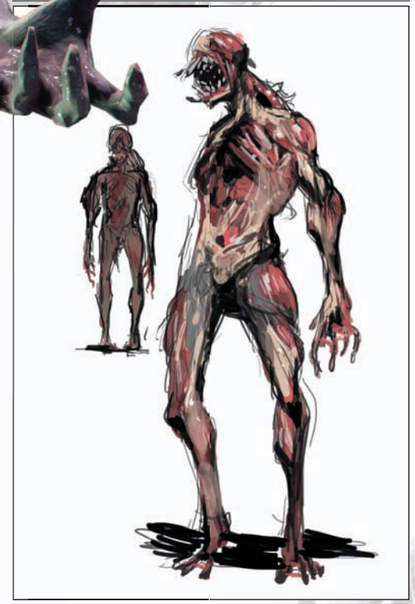
In previous installments, the large zombies tended to look good and be very muscular, almost like wrestlers. This time around, we made the zombie fat rather than muscular, and had it gain strength and speed from the Virus that infected it.【Nakaoka】

Bloodshot

A zombie whose muscular structure has flipped to the outside of their body, causing them to be even more violent than standard zombies. Based on the characteristics of their transformation, they seem to be zombies that have been further affected by the C-Virus, but the truth is unknown. They are physically superior to standard zombies, moving with more agility and able to pounce upon targets with ease.

>> Final Design





CREATOR'S COMMENT

To design a more powerful zombie, first we came up with a zombie whose head had split open, covering its body with blood. But when we drew it up, we were told that it was too gory. We decided to take the Licker from past games and make it walk on two legs, giving it a more monster-ish vibe.【Nakaoka】

>> Details 1

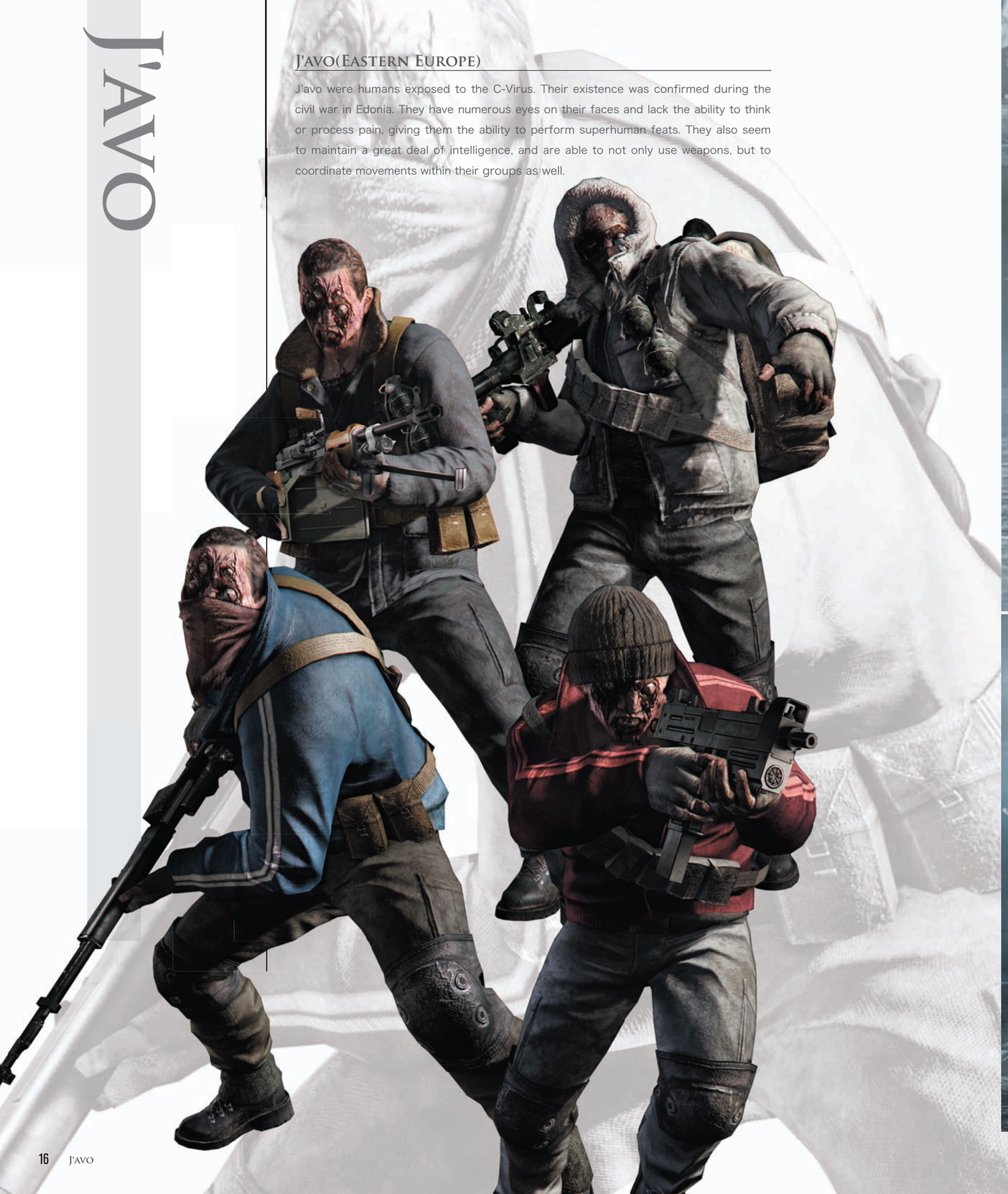
CREATOR'S COMMENT

It becomes too gory if we depict it realistically, but it's not a zombie if we make it into a full-on monster. This zombie was very difficult to design, and I remember having to redesign it many times. This zombie involved a lot of model retakes as well.【Nakaoka】

J'AVO

J'avo(Eastern Europe)

J'avo were humans exposed to the C-Virus. Their existence was confirmed during the civil war in Edonia. They have numerous eyes on their faces and lack the ability to think or process pain, giving them the ability to perform superhuman feats. They also seem to maintain a great deal of intelligence, and are able to not only use weapons, but to coordinate movements within their groups as well.



>> 決定稿

CREATOR'S COMMENT

We started with the keyword "Black Tears" but settled on adding extra eyes to the face instead. I think it is reminiscent of the eyes of an insect, which works well for these characters.【Takano】

J'AVO(CHINESE)

6 months after the civil war in Edonia, the J'avo resurfaced during a bio-terrorism attack in China. While their characteristics are similar to their Eastern European cousins, this group chooses to wear masks as camouflage, making them more difficult to detect. Many of them also wield distinctly Chinese swords, making them deadly at close range combat.

>>Final Design

>>Design Proposal

CREATOR'S COMMENT

Because the story takes place in China, we actually designed them before we had done the Eastern European version. At first, the masks were more detailed and ornamental, but we decided on a more simple design so that they would stand out and be more recognizable from a distance while in-game. We also originally gave them red towels and cloths to carry to give them a sense of uniformity.【Takano】

J'AVO(MUTATIONS)

Glava-Sluz

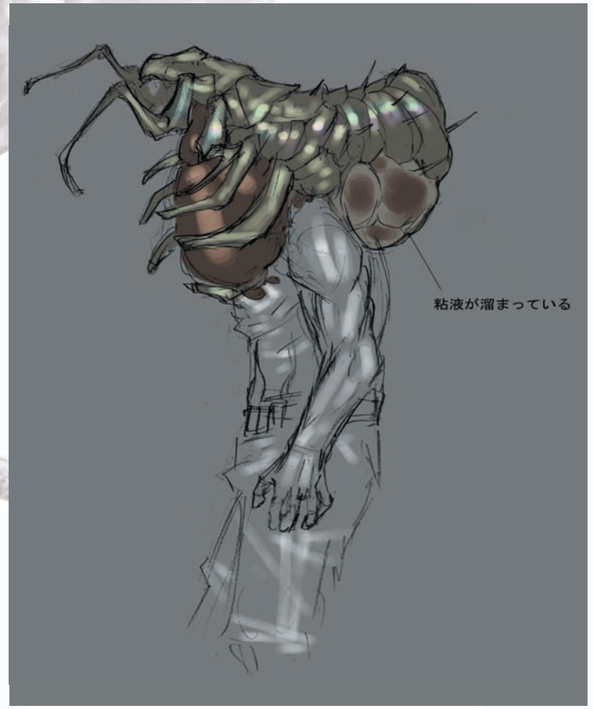
After taking damage, its head has grown back deformed and enlarged. The puffy section towards the back contains a sticky fluid. They can spit that fluid out towards a target to trap them by preventing their movements. The fluid itself does no harm, but its viscosity will root you in place, making you a prime target for all of the creatures around you.

CREATOR'S COMMENT

We were inspired by silkworms and lobster moths, which both spit out fluid which is stored inside of their bodies. This creature was finalized towards the end of the design process, and I think it turned out to be adequately disgusting. 【Takano】

>> Final Design

>> Design Proposal



>> Rough Designs

Glava-Smech

Its jaws have grown out like a stag beetle's mandible, and it can use them to grasp a target and crush them. Even powerful agents and special forces cannot escape major damage if caught by these jaws. However, an extremely large head results in their movements being rather slow.

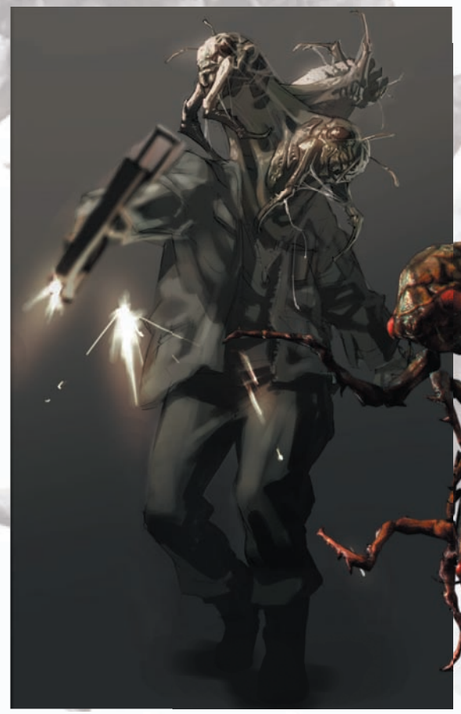
>> Final Design

>> Rough Design

CREATOR'S COMMENT

We wanted the visual design to simply say, "Getting close to this guy is dangerous." Its weakness is the central part of its head, where you can see what looks like a skull. We added that detail to make sure it maintained the sense of a mutated head.【Takano】

>> Final Design



>> Details

Glava-Begunats

This creature's head is split into three parts, each looking like cicada larvae. Each head thinks on its own, and can act independently of the others. Because it literally has multiple minds, the body is often confused and cannot be controlled, swinging weapons and firing guns indiscriminately. The only way to stop it is to kill it.

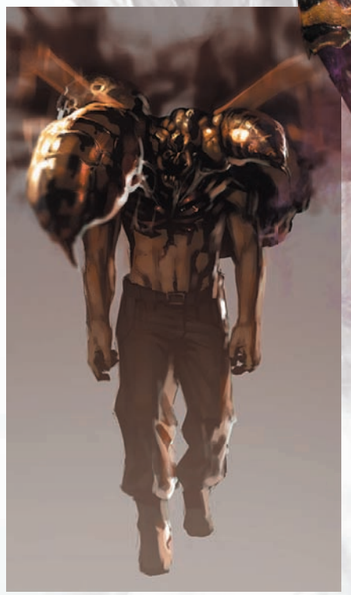
CREATOR'S COMMENT

This creature has a body that is out of control. Each cicada head has its own mind, and you can tell that they are thinking independently of one another, so you get the impression of unpredictability.【Takano】

GLAVA-DIM

Its head has transformed into what looks like two bees. It can release smoke bombs from the tip of the bee's tails. It also spreads the smoke it releases by flapping its wings, making visibility bad and confusing enemies. This creature plays a supporting role to other J'avo in combat.

>> Final Design



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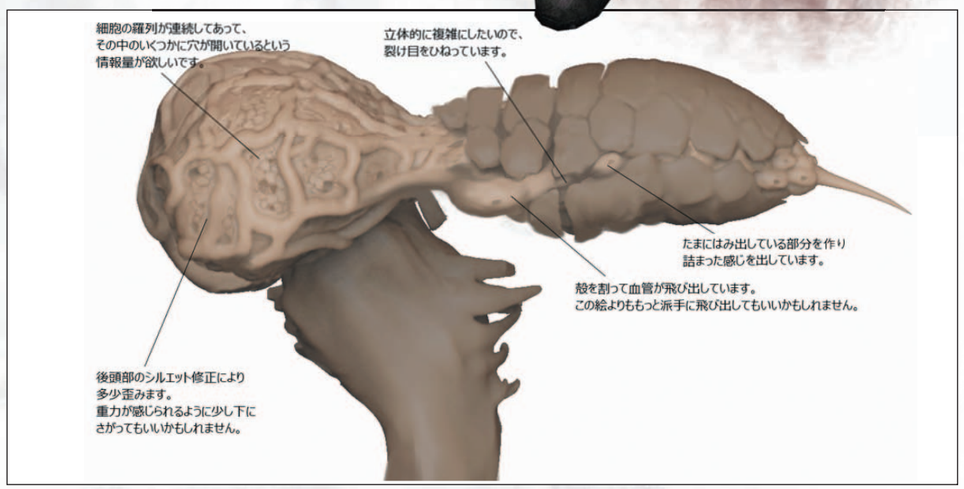

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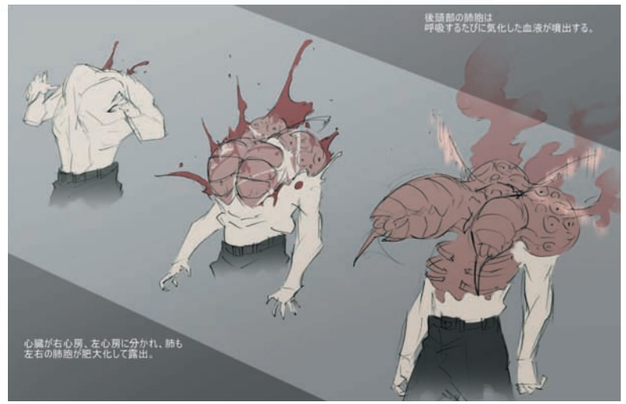
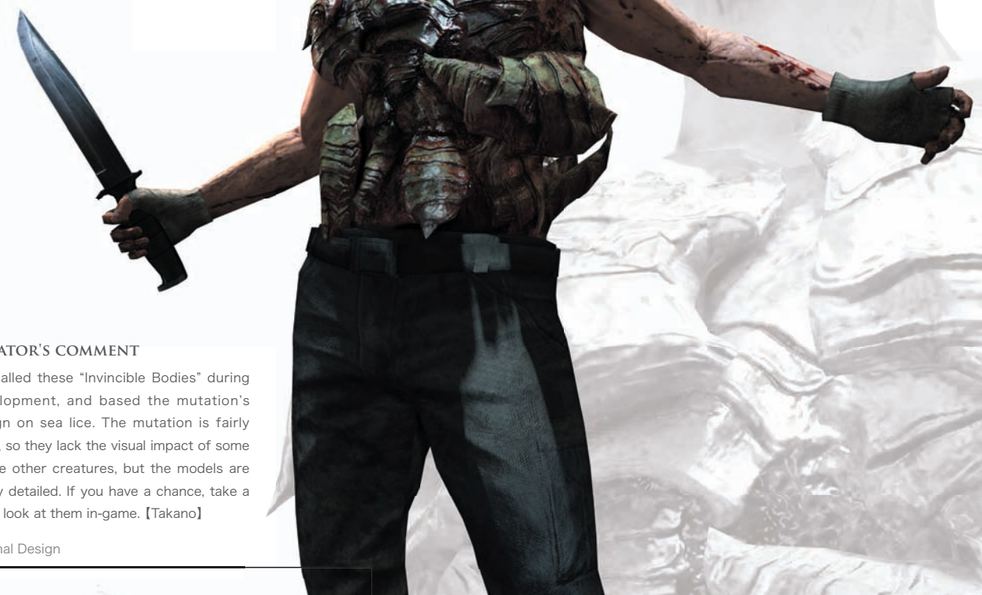


CREATOR'S COMMENT

The motif is a bee, which is fairly straightforward. The two bee stingers are actually the lungs and heart which have mutated. It can shoot smoke bombs, which are actually packets of blood. When they explode, the blood vaporizes, creating the mist. 【Takano】

Telo-Krljusht

A creature which has attempted to heal its damaged body by growing “scales” from within. These scales are extremely hard, fending off handheld weapons as well as bullets. While lacking special attacks due to the fact that no other part of its body has mutated, its defensive prowess makes it a very formidable foe.

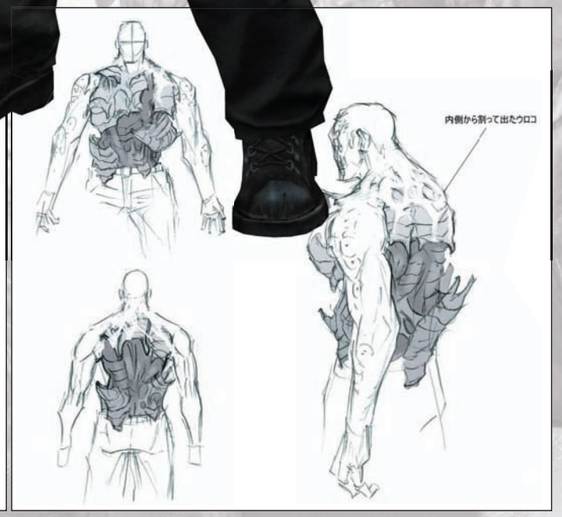


CREATOR'S COMMENT

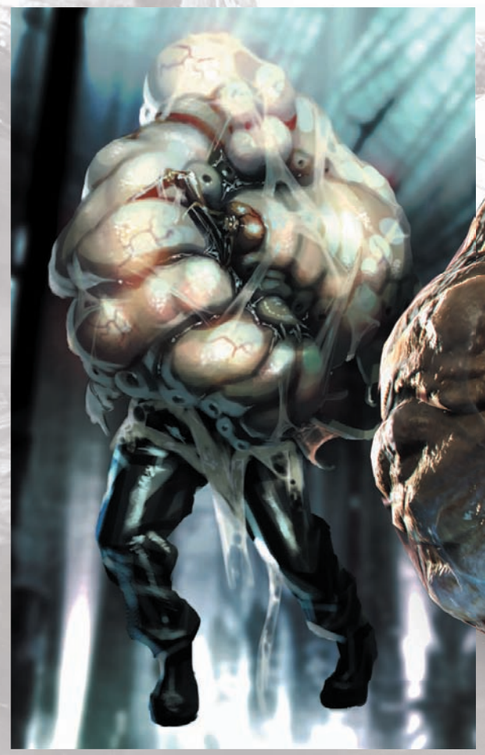
We called these “Invincible Bodies” during development, and based the mutation’s design on sea lice. The mutation is fairly tame, so they lack the visual impact of some of the other creatures, but the models are highly detailed. If you have a chance, take a close look at them in-game.【Takano】

>> Final Design

>> Details



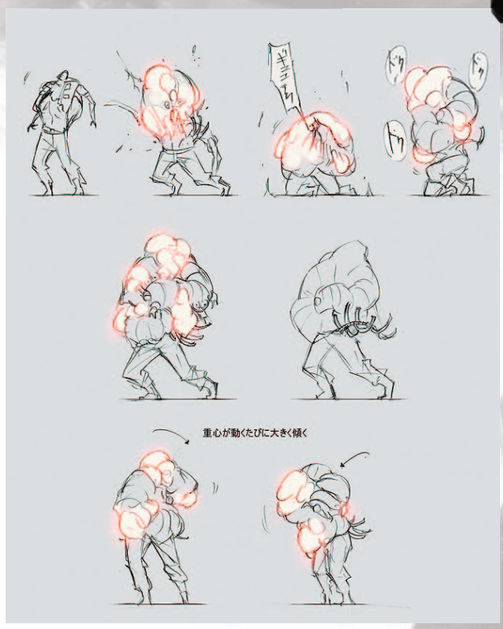
>>Final Design



Telo-Eksplozija

This creature’s upper body has mutated into what looks like a group of worms bundled up against one another. On taking damage, it will explode and devastate a wide area around it. Compared to its swollen upper body, its lower body is as-is, leading it to have terrible balance. As a result, these creatures wobble frequently even while advancing towards a target.

>> Details



>> Design Proposal

CREATOR'S COMMENT

We called these “Bomb Mutations” and based their design on the larvae of stag beetles. At first we only designed the stomachs of the larvae, but we then decided to incorporate them fully from all directions, so we made the soft bodies visible from every angle. The design itself is very simple, so we paid extra attention to the texture and movements.【Takano】

Telo-Magla

This creature has sprouted moth-like wings from the front of its body, and spreads a poisonous mist whenever it flaps its wings. While the poisonous mist is not fatal, it robs targets of their sight, making it very tough to survive an attack. Unlike other transformations, once the poisonous mist is spread, this creature will return to its pre-mutated state.

Creator's Comment

Based on a moth, this creature aims to rob targets of their sight, much like the Glava-Dim. There are many colors of gasses released in this game, with each color having its own reasoning or effect. These are the details that we would most like for people to notice. Because this creature spreads pollen, we have made the gas a yellow color.【Takano】

>> Final Design

>> Rough Design

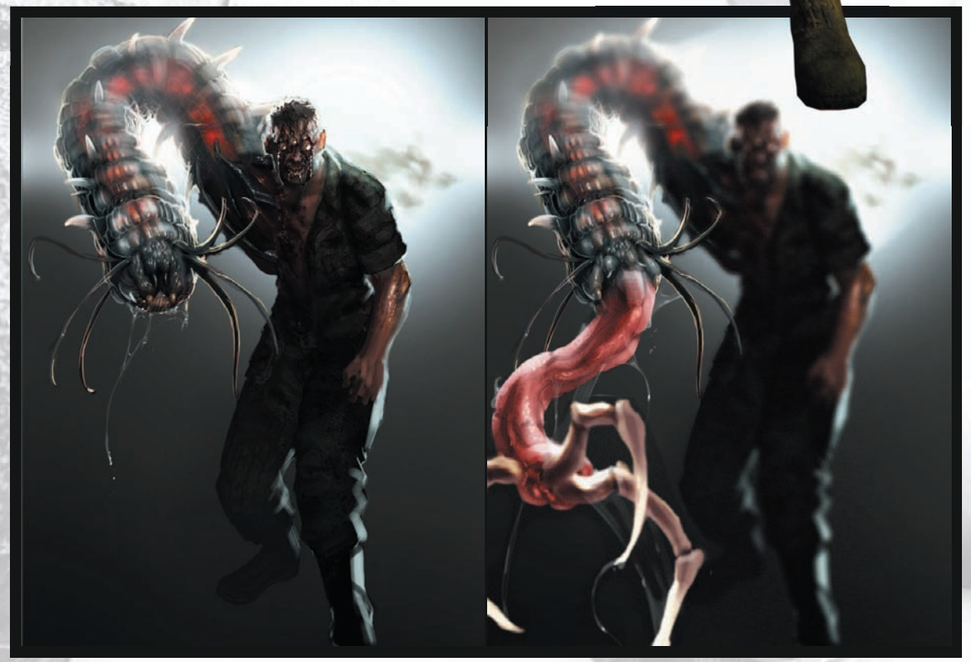
Ruka-Khvatanje

Featuring a worm-like arm, it uses the tentacles at the end of the arm to "capture" targets and slam them into wall or the ground. The arm can extend far distances and the tentacles are completely controllable, making it easy to seek out any targets that are simply hiding behind objects.

Creator's Comment

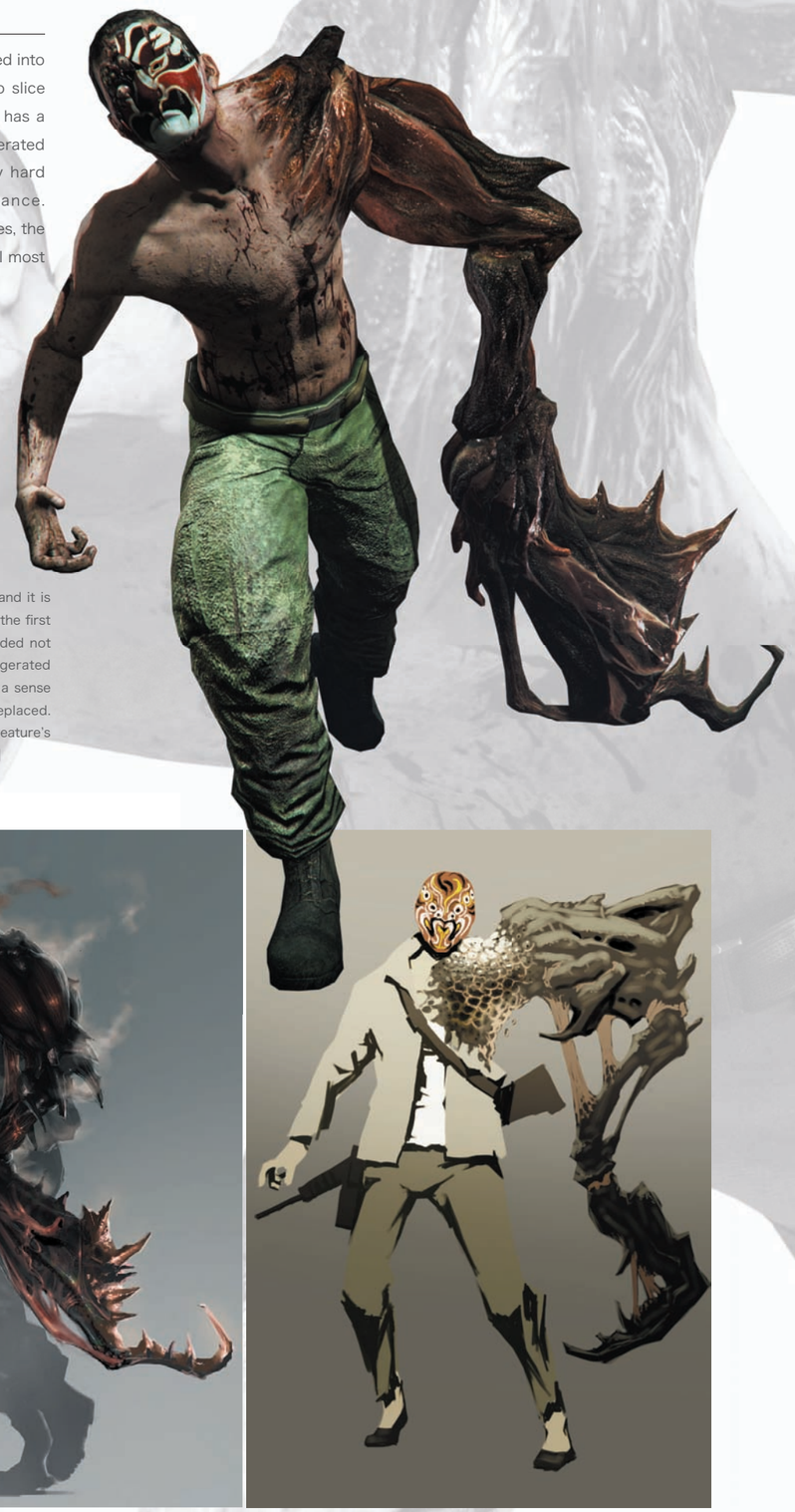
This creature's motif is a lugworm, and we called him "Snatch". Just making his arm look like a worm would be boring, so we had a separate colored tentacle shoot out when the arm is outstretched. This design was finalized very quickly. We actually spent more time on adjusting the model's texture.【Takano】

>> Final Design



Ruka-Srp

Its damaged arm has transformed into a sharp sickle, which it uses to slice through its enemies. The sickle has a very long reach, and its exaggerated swinging motion makes it very hard to dodge, even from a distance. Although it is bent in many places, the sickle is very hard, and will repel most attacks.



Creator's Comment

We called this the "Sickle Mutation" and it is based on a praying mantis. This was the first mutation that we designed. We decided not to simply make the mutations exaggerated and grotesque, but to also preserve a sense of the human body part which it replaced. For instance, you can see that this creature's sickle still retains its fingers.【Takano】

>> Final Design

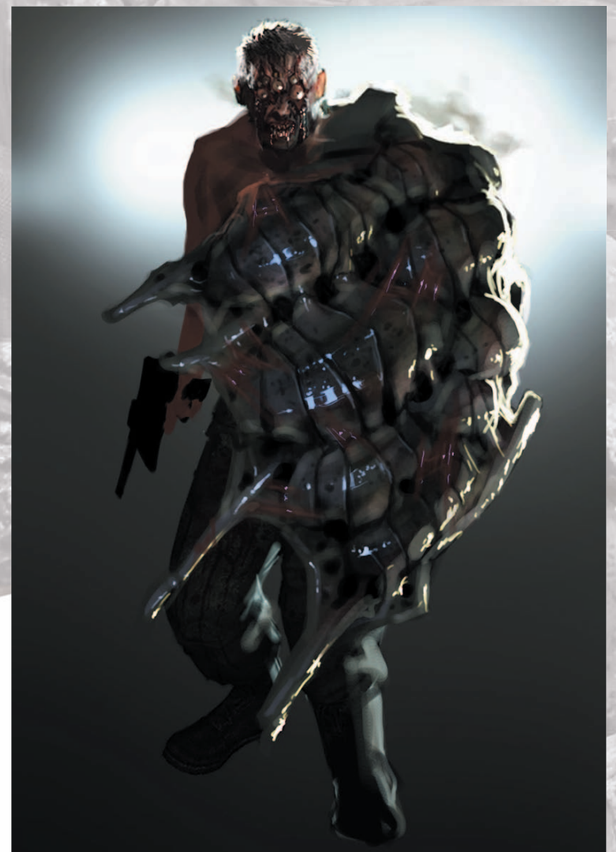
Ruka-Bedem

This creature's arm has transformed into a large shield, and can be used as a protective "wall" against any bullets fired its way. It can also rush forward with the shield in position, delivering a powerful strike to any enemies. Approaching this creature from the front is not advisable.

Creator's Comment

We called this one the "Shield Mutation" and included what look to be fingers at the end of each part of the arm. We decided early on to use sea lice as a motif, but we struggled with how to make the arm mutate into a large shield, and how to maintain its credibility as an organic entity.【Takano】

>> Final Design



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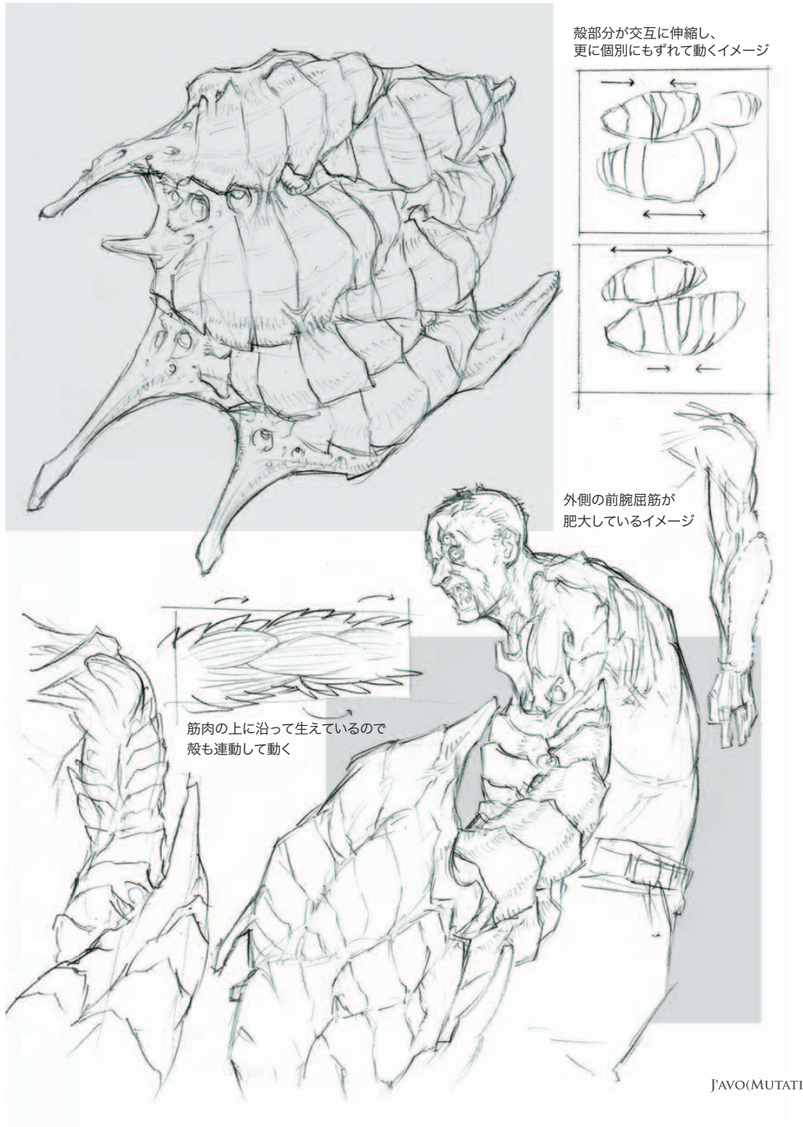


Noga-Let

This creature's legs have mutated into something resembling the wings of a moth, allowing it to "fly" while its body hangs upside down. The ability to fly makes it impossible to hit with close combat weapons, and its wings are sturdier than they seem, providing excellent defense which makes them hard to damage. If you choose to ignore them, they will inevitably swoop down from a blind angle and deliver a fatal blow.

>> Final Design

CREATOR'S COMMENT

We called this one the "Flight Mutation." It is similar in motif to the Telo-Magla, which was based on a moth. In choosing a theme for the enemies in a Resident Evil series, we can't just settle on something because it's new or hasn't been done before. We are careful to choose a motif that has a bit of grotesqueness to it.【Takano】

Noga-Oklop

This creature's legs are wrapped in armor as hard as steel, making them almost impossible to physically damage. The mutated legs also have great strength, and are able to crush human bones with a simple kick. It is impossible to shoot out their legs, so it is advisable to fight them from a distance.

>> Final Design

>> Rough Designs

CREATOR'S COMMENT

The sea lice armored legs are asymmetric and have human leg parts built into them, giving them a nice, disgusting look. Early on, we gave the legs more heft, but the added weight made them less fun to fight. We kept lightening them, and now they are agile acrobats that attack from above.【Takano】

Noga-Trchanje

This creature's spider-like legs allow it to crawl freely onto walls and ceilings. It tends to seek out a safe spot and hide there until a target presents itself, unleashing blind-angle attacks and guerilla tactics. It is most deadly in congested buildings, where its movement speed stands out.

>> Final Design

CREATOR'S COMMENT

The motif used is a clearly a spider. In our initial designs, we had the spider legs attached to the bottom portion of the zombie. However, we felt that it didn't have enough of a scare-factor, so we decided to have the upper body hanging upside down.【Takano】

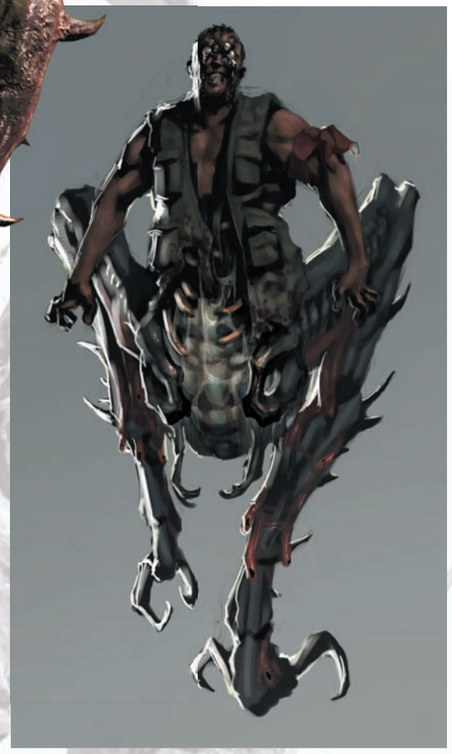
>> Design Proposal

Noga-Skakanje

This creature's legs have mutated to resemble that of a grasshopper, granting it a powerful ability to jump. It can reach a helicopter in mid-ascent. It is adept at capturing targets in terrain that features a large variance in elevation. While it cannot take advantage of its jumping abilities in close quarters, it is able to handle weapons, making it a threat
no matter what.

>> Rough Design

>> Final Design



CREATOR'S COMMENT

We called this one the "Jump Mutation." It's based on a grasshopper or a flea. At first its legs were bulkier, almost like a robot. That didn't look like an insect, so we refined the design to make it sharper. If you look closely, you can still see the human bone structure.【Takano】

CHRYSALID

When a J'avo is heavily damaged, the C-Virus it carries becomes highly active and envelops the body with a hardened shell, resulting in a Chrysalid. Inside of the shell, the C-Virus is busy mutating and rebuilding the organism's bio-structure. Once the mutation is complete, the creature will burst out of the shell.

CREATOR'S COMMENT

We used this as the title screen image, so in a way, this creature represents Resident Evil 6. This is what will happen to all of those who have been infected by the C-Virus. After this stage, the creature will transform into Complete Mutations. We struggled with defining the process that got them to that stage.【Kuroyabu】

>> 決定稿

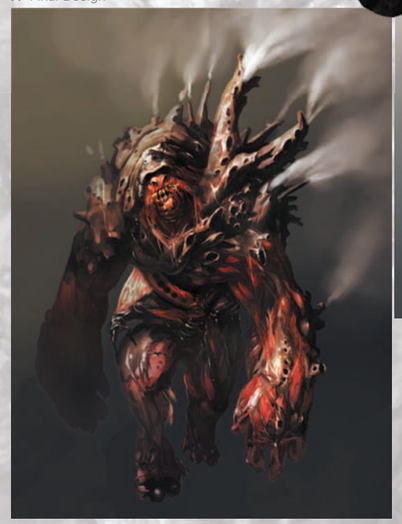
>> Design Proposal

COMPLETE MUTATIONS

NAPAD

This creature has a hard outer skin and a great deal of strength, and is able to slam into enemies to slay them. It often swings its arms and beats its chest when excited, reminiscent of a gorilla. It also releases steam from various parts of its body as a mechanism to prevent overheating.

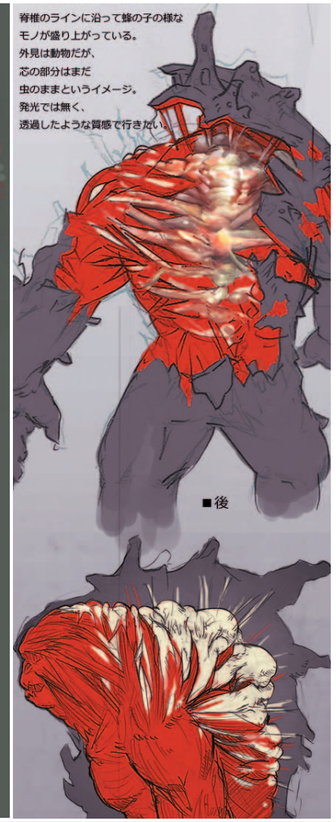
>> Final Design



CREATOR'S COMMENT

While most mutations are based on insects, the Complete Mutations are B.O.W.s that are based on animals. The Napad was the first one we designed. We used a gorilla as a motif, and made it specialize in close combat. Thus, its arms are huge and it is very violent and aggressive, making it an imposing enemy.【Nakaoka】

>> Details

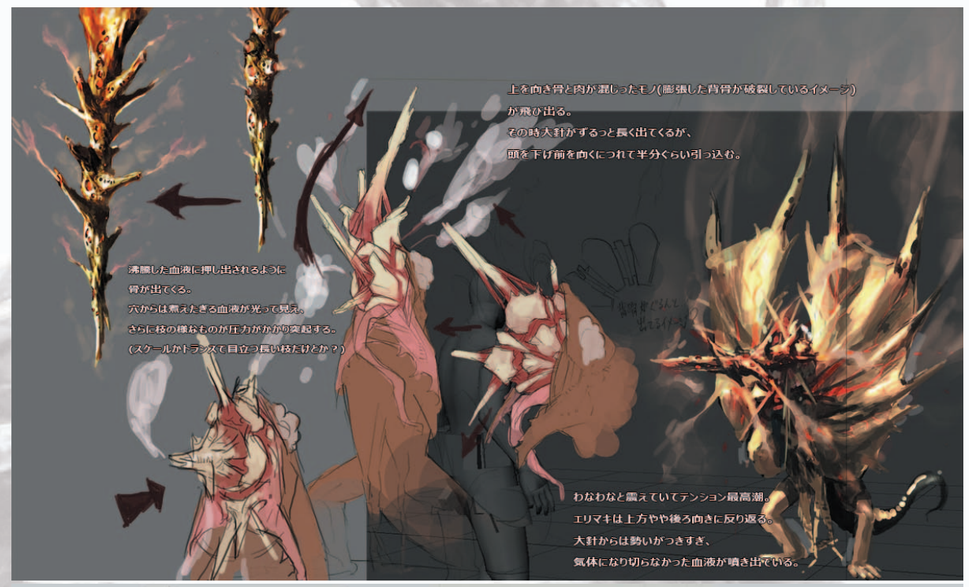


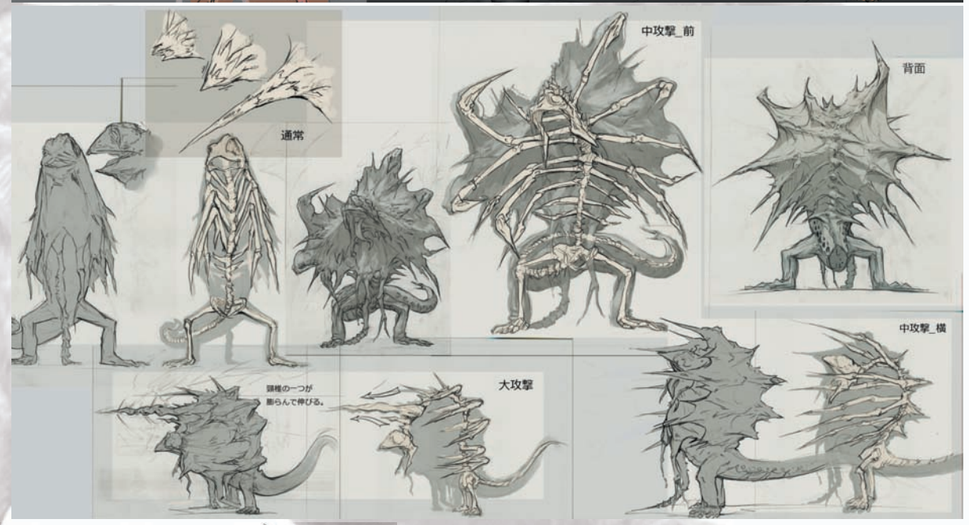
STRELATS

This creature releases a gas whenever someone enters its territory. It also transforms part of its frill into needles, and can fire these as missiles towards any enemies. Its movement is very quick, and it is able to climb walls and ceilings like a lizard, making it very hard to hit with an attack.

>> Final Design

>> Design Proposal





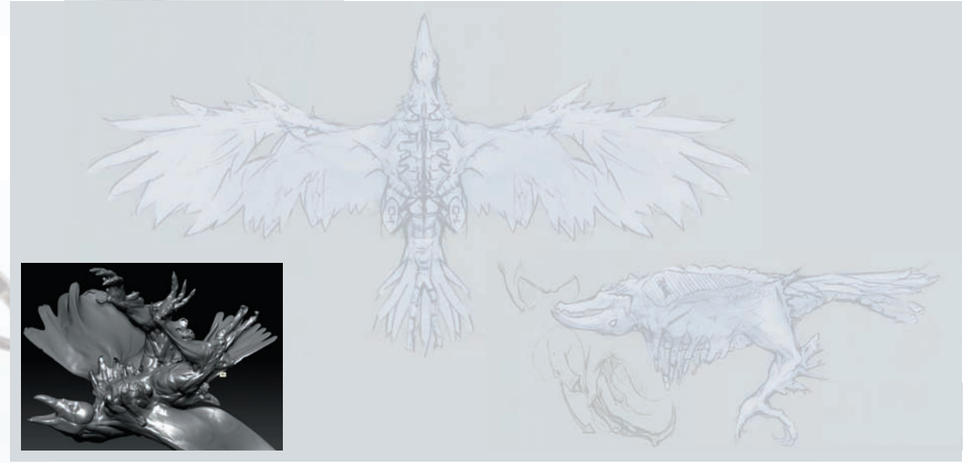
CREATOR'S COMMENT

The motif is a frilled lizard, and the basic concept is that it keeps its distance and attacks by firing missiles. While its arms have transformed into weak, insect-like appendages, its frill is bony and it can fire those bones as missiles.【Nakaoka】

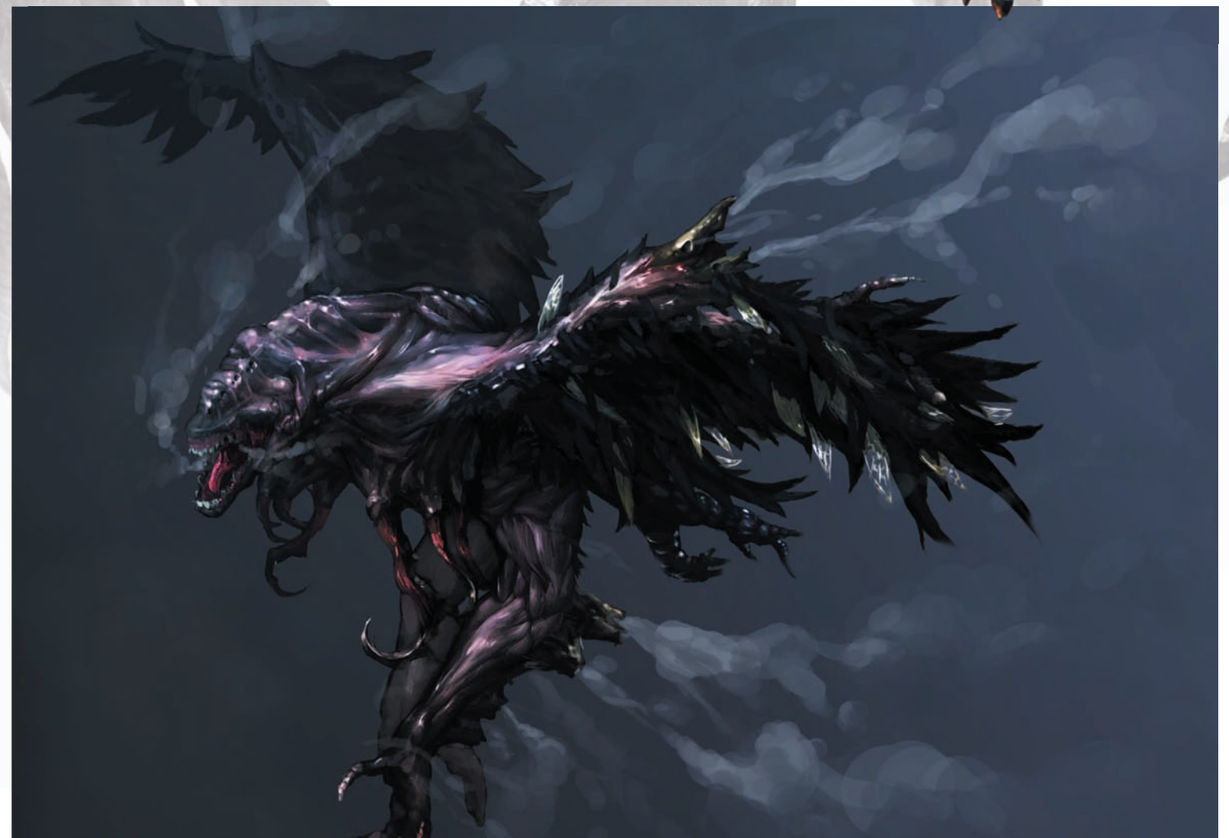
Mesets

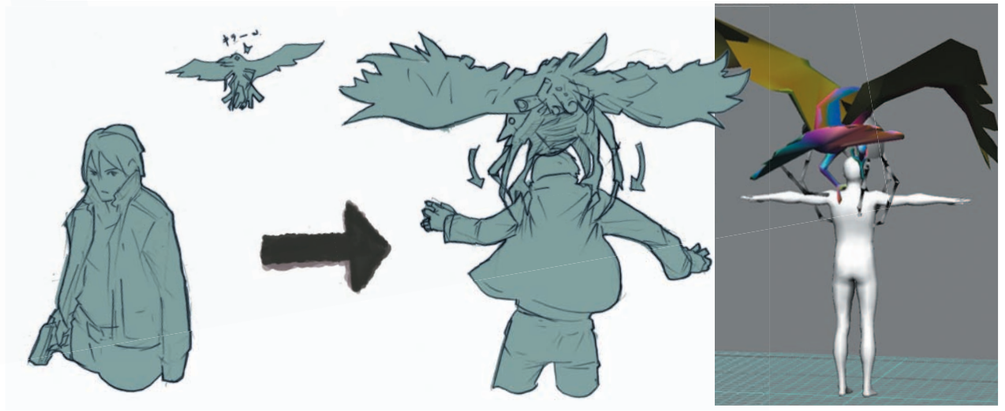
This creature has an appearance similar to a crow, and it is able to fly freely under the shadow of the moon. When hunting prey, it will circle above while tracking before swooping down towards its target. Once it grasps its target, it will fly up again and drop the target from an extreme height.

>> Details



>> Final Design





CREATOR'S COMMENT

As you can see, this design is based on a crow. Insect wings are mixed into the bird feathers, and the legs have mutated to look like insects. You can tell from the details that the direction of the head and legs are reversed, so it looks like a human performing a bridge.【Nakaoka】

>> Design Proposal

>> Concept Art

CREATOR'S COMMENT

We submitted the concept art and everybody liked the idea, so the design was finalized early on. For the design proposal, we were asked "How will it look when it flies?" and "What is the silhouette like for the insect legs?" The shapes you see are basically the same as what we put in the final design.【Nakaoka】

GNEZDO

Small, bee-like creatures that have gathered together to form a humanoid shape. Inside of this "nest" is a queen bee, which acts as the core. The queen controls the movements for the entire group, and their nervous systems are interconnected. Killing the queen will destroy all of the bees in the group.

CREATOR'S COMMENT

The core concept was to have a group of insects which banded together to create a humanoid form. It wasn't so much about design, but rather a test to see whether or not we could bring this idea to life. We couldn't build a model of this creature, so the special effects staff really worked hard on it to make it happen.【Nakaoka】

>> Final Design

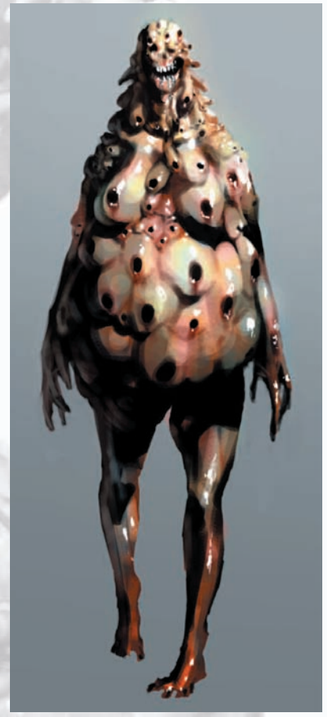
Lepotitsa

Its name means "pretty woman" but its looks are anything but. The zombie gas that it releases from its pores changes other organisms into zombies. One Lepotitsa can release gas as far as a radius of around 3 miles. They were responsible for the chilling incident at Tall Oaks.

Creator's Comment

The concept is that this creature creates other zombies. It developed from the design stage to the modeling stage fairly smoothly. It seems like it's smiling, but that's because its muscles are pulled tight. I think it's actually in staggering pain. We also made its breathing noises sound like laughter, to make it a bit more disturbing. 【Takano】

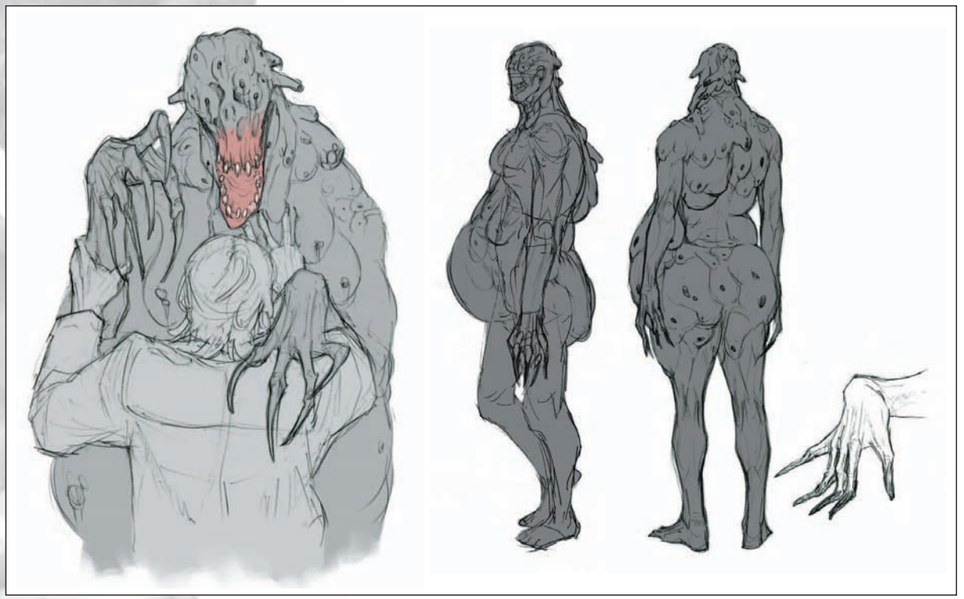
>> Final Design



>> Design Proposal

>> Details

>> Rough Designs



Creator's Comment

Creatures that formed from inhaling the C-Virus will become less insect-like and more humanoid if they are more developed. A Lepotitsa has almost no insect attributes, and is mainly humanoid.【Takano】

Ogroman

This creature is easily a few times bigger than any human, and also possesses extreme strength, allowing it to destroy whatever it wants. It has barely enough intelligence to obey orders, and is primarily used to fight on the frontlines in combat. During the civil war of Edonia, the insurgents used them in battle to great effect against the BSAA.

Creator's Comment

Our concept was to make an infantile creature, but to make it huge. While most people would imagine a large creature to be aggressive, we decided to make it loose and apathetic, which leads to movements that you wouldn't expect. 【Takano】

>> Final Design

Creator's Comment

This creature is very young, so it doesn't have eyes or teeth yet. Most mutations are colored white, and many creatures (such as the Ustanak) give almost an albino impression. 【Takano】

>> Details 1

Rasklapanje

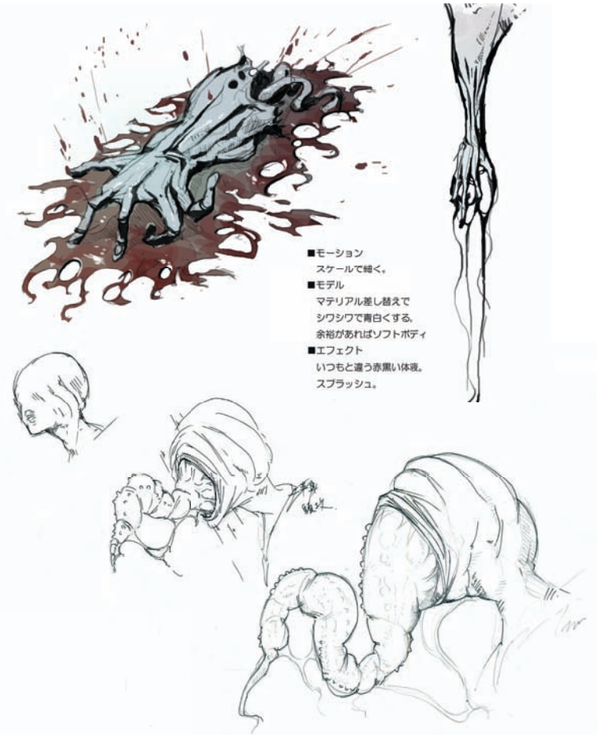
Its bluish-white outer skin protects the leech-like innards that compose its body. It is able to shape-shift freely, like an organism without a skeleton. The outer skin can be separated freely from the main body, so it is able to cut off parts of its body while attacking a target. It is extremely averse to fire, and high temperatures can cause the main body to jump out of its outer skin.

CREATOR'S COMMENT

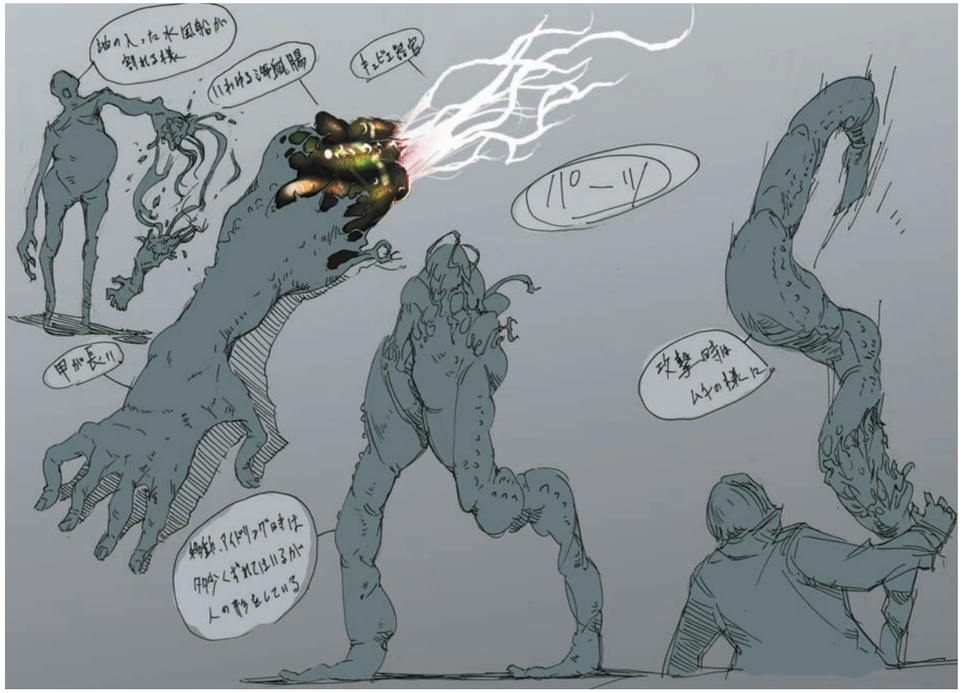
We had a base concept of the various parts moving independently of one another, so from there we tried to come up with a scary design. Having torn off bits of its body attacking you is only effective if it is done realistically. We made the overall silhouette very human-like, and made sure that you could tell which body part (hands, feet, etc.) is being torn off. That's what drives up the fear factor. The design of the innards was based on sea cucumbers.【Nakaoka】

>> Final Design

>> Details 1



>> Details 2



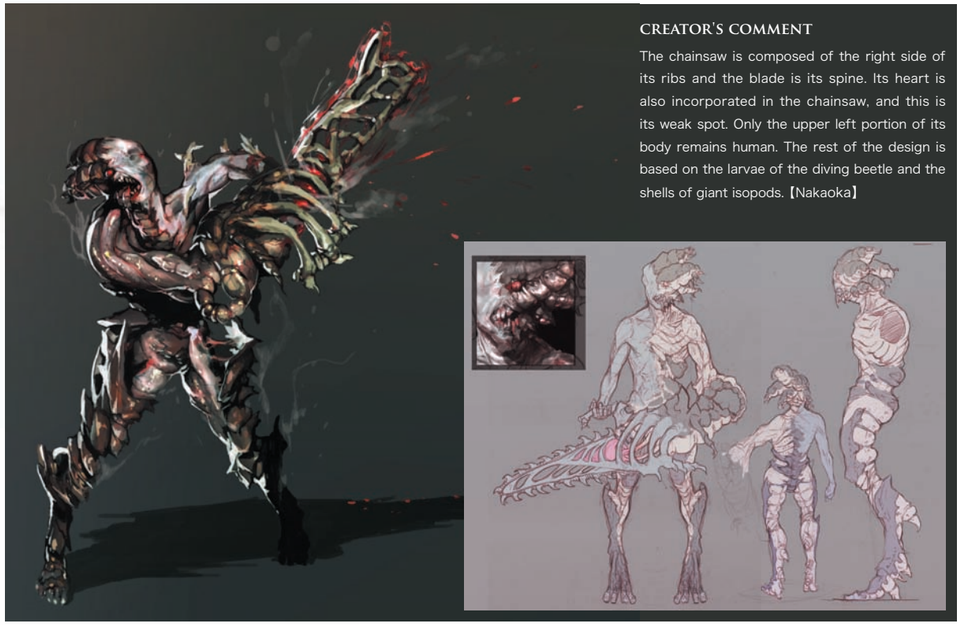
Ubistvo

The chainsaw on this creature's right arm is mutated from its spine and ribs, and contains its heart as well. Destroying the right arm will kill this creature. While it is humanoid in shape, it has a very high level of health and will hunt down a target with extreme prejudice. After it has cornered its target it will proceed to slaughter it, much like its name implies.

CREATOR'S COMMENT

This creature's concept is a living chainsaw. At first, we created a design where the creature is holding a mechanical chainsaw. However, we really wanted for the chainsaw to be "alive," so we managed to incorporate it into the creature's body.【Nakaoka】

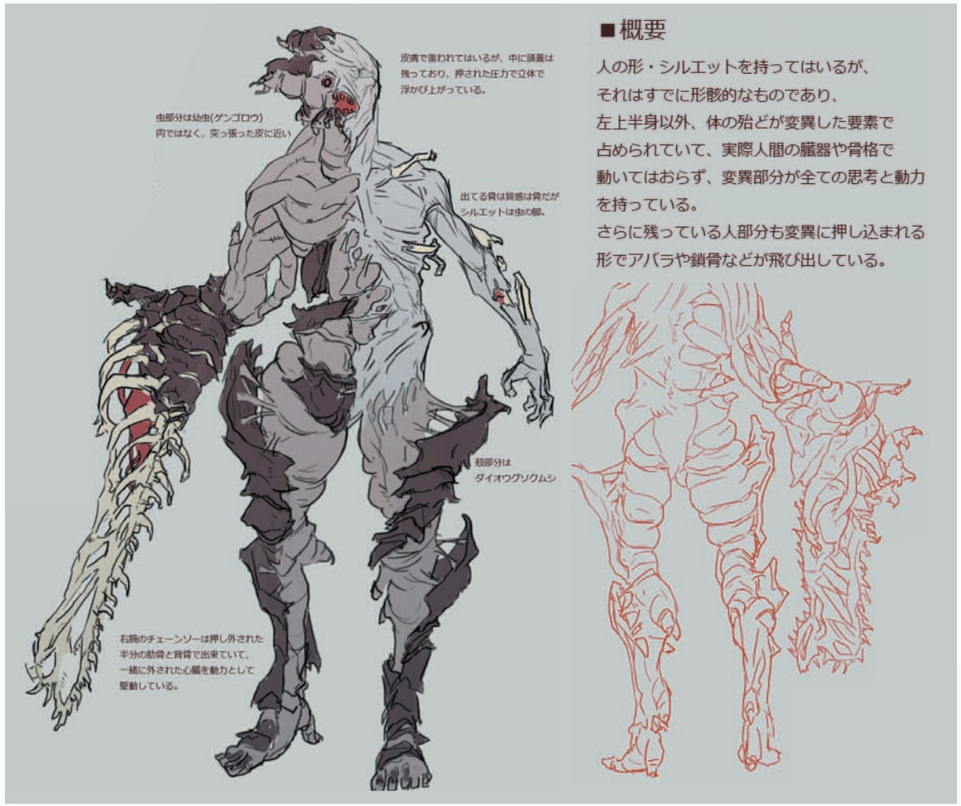
>> Final Design



CREATOR'S COMMENT

The chainsaw is composed of the right side of its ribs and the blade is its spine. Its heart is also incorporated in the chainsaw, and this is its weak spot. Only the upper left portion of its body remains human. The rest of the design is based on the larvae of the diving beetle and the shells of giant isopods.【Nakaoka】

>> Details



BRZAK

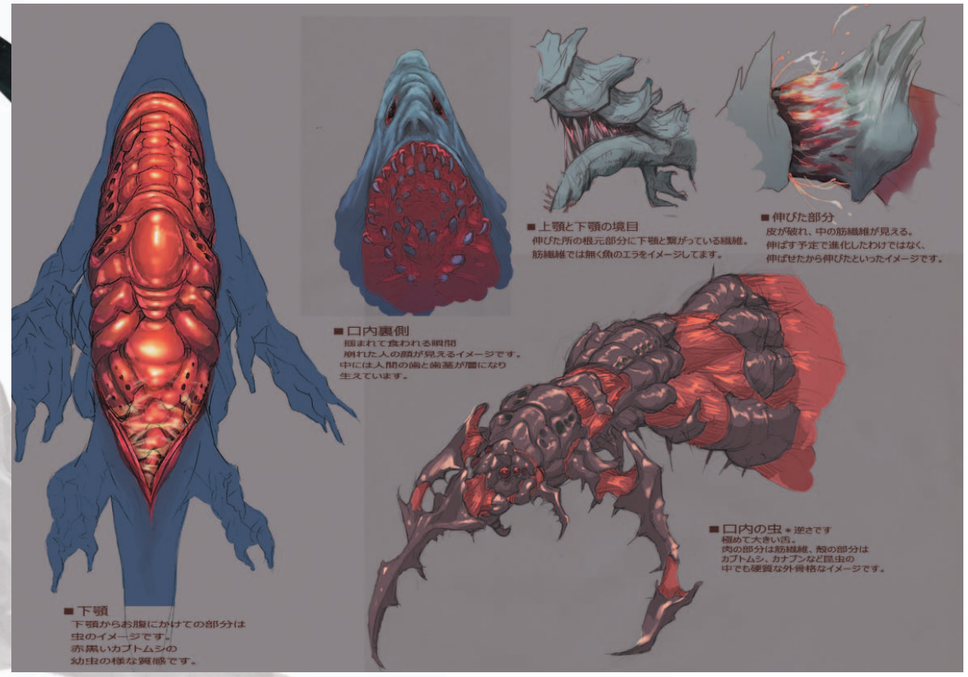
This B.O.W. is shaped like a giant shark, but originated from a human who was exposed to the C-Virus. It has developed advanced sensory organs that allow it to detect the movement of the waves and in the water. Once it detects a human or zombie nearby, it will brutally pounce on its target. Its eyes and ears are barely functional, so it is not interested in things that do not move, such as floating corpses.

CREATOR'S COMMENT

This creature had a straightforward concept, where it is based on a shark swimming in water. However, as this is still a human that has been mutated from exposure to the C-Virus, we've maintained some human body parts. In the details on the opposite page, you can see the front flippers look like human arms, and the tip of the flippers has what look to be fingers. We made an effort to keep these human features.【Nakaoka】

>> Final Design & Details 1

>> Details 2

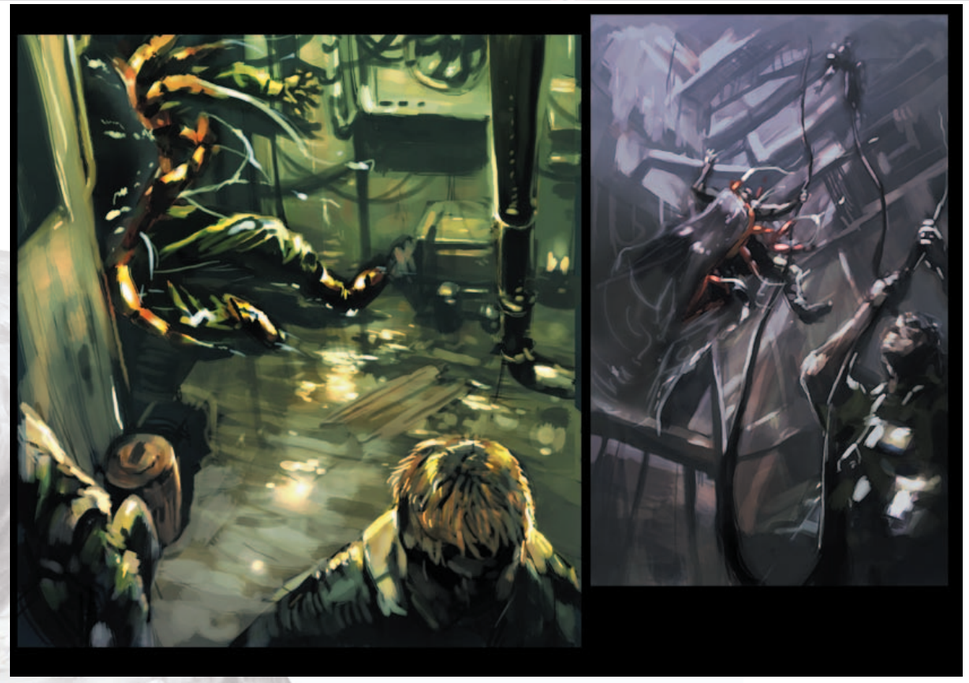


Iluzija

This creature is shaped like a giant snake, and is able to move freely through buildings by destroying any walls that stand in its path. It gets excited once it spots a target, and secretes a liquid that bends light from the outside, allowing it to blend in with its surroundings. Thus it can stalk its prey while staying completely hidden, instilling fear as a "shadow".

Creator's Comment

The concept behind this creature was to create a large snake which could become invisible. While it looks like a snake, it was originally a human much like the Brzak, so the eyes and spine still retain a human-like shape.【Nakaoka】



>> Concept Art

Creator's Comment

The above design was drawn up to measure just how large the snake would be before we submitted a finalized design. The two images below were used in the project proposal for a scene where BSAA agents are captured and dragged away.【Nakaoka】

USTANAK

Sent in by Neo-Umbrella to capture Jake, this creature's name means "arise" in Serbian. Its body is almost impenetrable and it possesses an extreme amount of strength. It also uses the Gimmick Arm equipped to its right arm in a way best suited to the situation at hand. In order to improve its eyesight, it will produce Okos from its back. These creatures, which share sensory nerves with the Ustanak, act as an extra pair of eyes.

>> Drill Arm

>> Gatling

>> Oko

CREATOR'S COMMENT

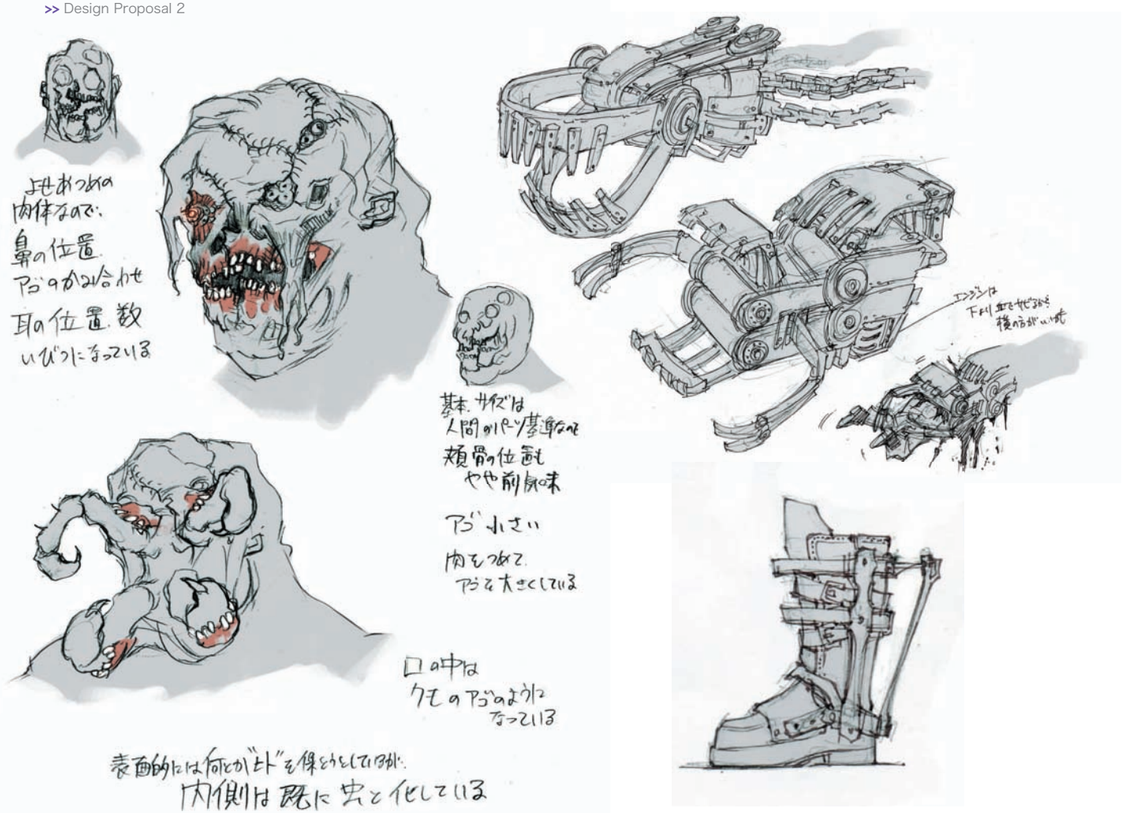
Jake's biggest and most fearsome adversary, the Ustanak is similar to "Nemesis" which appeared in earlier installments of the series. This creature is absolutely dedicated to hunting Jake down. Because Jake himself is pretty wild, we made this creature's design very powerful. 【Kuroyabu】

>>Gimmick Arm

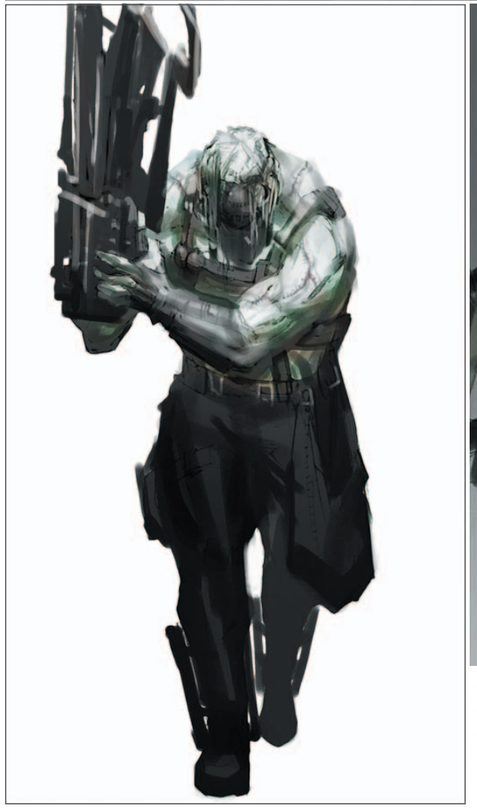
>> Final Design

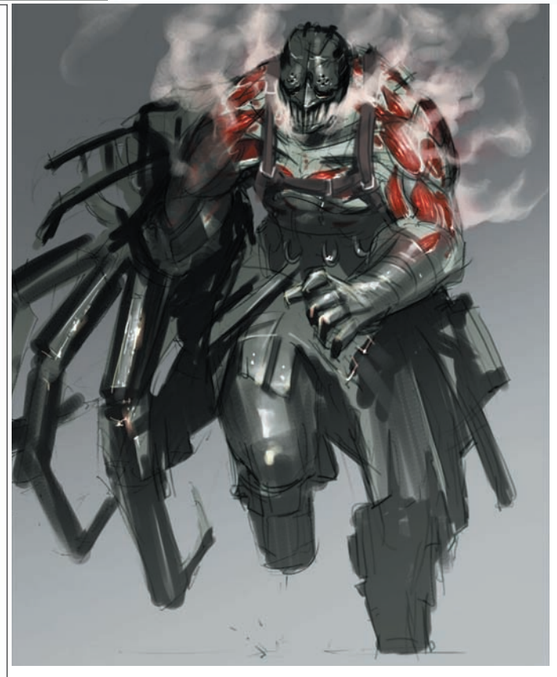
>> Design Proposal 1

>> Design Proposal 2



>> Design Proposal 3





CREATOR'S COMMENT

We based the design on the key phrase "White Demon", so we added a lot of white to its outer body design. While differentiating it from Nemesis, we made their facial structures similar as a nod to fans of the previous games in the series. The skin on its face is not its own, but a patchwork of skin taken from other humans.【Kuroyabu】